

# Magerold of Lanafir


## Description

A chipper, bemonocled man casually selling curiosities off a blanket... inside a terribly dangerous fortress that is slowly sinking into a volcano. What a guy.

He claims to be a treasure hunter currently in the business of hawking away his lesser junk, but may also have other left-field facets to his personality. At least he's friendly enough.

## Location

### Iron Keep

Just inside the keep proper. Head across the bridge from the initial bonfire and take an immediate right.

Bonfire Intensity	HP	Souls
1	1,560	1,650
2	2,808	3,300
8	5,336	6,600

## Use

- Sells an eclectic variety of goods, from clown shoes to forbidden hexes and talking wooden knick-knacks.
- Allows you to apply incense to your spells. This is the only way to make use of your magic spices.
- Leader of the Dragon Remnants covenant.

## Sells

Armor	Total	Soul Cost	Notes
Jester's Cap	∞	2,000	Raises Item Discovery
Jester's Robes	∞	3,000	Prevents you from being backstabbed,
Jester's Gloves	∞	2,300	Increases souls gained by 10%.
Jester's Tights	∞	2,600	Lowers falling damage.
Spiked Bandit Helm	∞	1,000	
Bandit Armor	∞	1,600	
Bandit Gauntlets	∞	1,200	
Bandit Boots	∞	1,300	
Dragonrider Helm	1	7,200	Bonfire Intensity 2+ only.
Dragonrider Armor	1	11,500	Bonfire Intensity 2+ only.
Dragonrider Gauntlets	1	8,000	Bonfire Intensity 2+ only.
Dragonrider Leggings	1	9,300	Bonfire Intensity 2+ only.
Alonne's Helm	1	14,400	Defeat Sir Alonne.
Alonne's Armor	1	24,000	Defeat Sir Alonne.
Alonne's Gauntlets	1	16,800	Defeat Sir Alonne.
Alonne's Leggings	1	19,200	Defeat Sir Alonne.
Raime's Helm	1	7,200	Defeat Fume Knight.
Raime's Armor	1	12,000	Defeat Fume Knight.
Raime's Gauntlets	1	8,400	Defeat Fume Knight.
Raime's Leggings	1	9,600	Defeat Fume Knight.
Rings	Total	Soul Cost	Notes
Cursebite Ring	1	9,000	Increases Curse resistance by 400 points.
Consumables	Total	Soul Cost	Notes
Human Effigy	1	3,000	Reverses hollowing.
Green Blossom	10	1,300	Temporarily boost stamina recovery speed.
Black Firebomb	∞	300	Explodes, inflicting major Fire damage.
Charcoal Pine Resin	∞	1,500	Apply Fire to right-hand weapon.

Repair Powder	1	2,500	Restore equipment durability.
Rusted Coin	5	900	Temporarily boosts Item Discovery.
Hello Carving	1	2,000	Old wood carving that says "Hello"
Thank You Carving	1	2,000	Old wood carving that says "Thank you"
I'm Sorry Carving	1	2,000	Old wood carving that says "I'm Sorry"
Very Good! Carving	1	2,000	Old wood carving that says "Very Good!"
Fragrant Branch of Yore	1	7,500	Restores living things from petrification.
Scrolls	Total	Soul Cost	Notes
Soul Arrow	1	1,500	Sorcery
Great Soul Arrow	1	3,000	Sorcery
Heavy Soul Arrow	1	2,000	Sorcery
Great Heavy Soul Arrow	1	4,500	Sorcery
Fall Control	1	4,800	Lowers falling damage for a moment.
Dark Hail	1	1,500	Hex
Darkstorm	1	4,700	Hex

# Equipment

- Traveling Merchant Set
- Scythe
- Large Leather Shield

# Drops

- Covetous Gold Serpent Ring +1
- 1,650 souls

# Notes

- Spend at least 10,000 souls in his shop and he gifts you a Covetous Gold Serpent Ring +1 in turn.
- May or may not be Jester Thomas.
- He has a bit of gossip hinting towards the true nature of Benhart's treasured sword.

# Dialogue

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+ Show Dialogue - Hide Dialogue

- **First Encounter**

What? Who're you?

Who, me? I'm Magerold, who else?

What? Have a look at my wares.

- **Return Encounters**

Finally decided to come and visit?

(or)

Well? Where've you been?

- **Speaking to again**

What? You again?

(or)

You've quite unusual taste, don't you?

- **Using Talk Option**

I'm mainly a treasure hunter, you see. I'm only a merchant on the side.

I roam about, looking for a find, following my instincts.

I don't care what a thing is worth. What matters is whether it grabs me.

Do I enjoy what I do? Well...That's a good question.

But I suppose I must, I...I've been doing it for ages.

- **Using Talk Option**

There's good iron in these parts. An old king even used it to build a castle.

But the thing was too heavy, and it slowly sank into the ground.

Fires spouted from the earth, and...and the place turned into this.

At least, that's what I'm told. Not a bad story, eh?

So, what'll it be? Anything for you today?

- **Using Talk Option**

Hey, You know that odd fellow? With the hulking blue sword.

He talks really highly of it, but I got a feeling it's a fake.

I didn't want to disappoint him, so I just sort of talked around it.

Let me just say, there are lots of "legendary swords" out there.

- **Using Talk Option**

Have you heard of the shrine on the eastern edge of Drangleic?

Built to honour the dragons, they say.

If only I knew how to get there, I'd go and I'd comb it for goodies.

- **After paying 10,000 souls**

I think we have similar taste. Really I do.

Here, you should like these.

- **Returning with Petrified Egg**

What is that? A petrified egg?

From the shrine? Fantastic...

Might...might you give it to me?

I'm fascinated by it...I'm begging you.

- **Answering "YES"**

How very kind of you.

This thing is amazing... Could it be a dragon egg?

I feel invigorated... Just by holding it.

- **Answering "NO"**

Oh no, no, no, no, no, don't say that. Give a bloke a chance.

I'm begging you. I really should have that!

- **Speaking to again**

Oh, change your mind?

Donating your stone egg after all?

- **Leaving after using his services**

Cheers!

- **Leaving without using his services**

Very well, no pressure.

- **Leaving without exiting the menu**

Hey? Where you off to?

- **When attacked**

Ow! (no caption)

But...what's the meaning of this! (aggroed)

What...what...what the devil! (50% HP)

- **When killing the player**

You're a rotten bugger.

- **Returning after defeat**

Ohh, just...just stay away, will you?

- **When killed by the player**

*dying groan* (no caption)

**Voiced by:** Joe Sims

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